

**COMPLETE LISTING OF CLAIMS**

1-55. (cancelled)

56. (new) A gaming device comprising:

- (a) a gaming device housing;
- (b) a moveable mechanical display device coupled to the gaming device housing; and
- (c) at least one controller in communication with the moveable mechanical display device, wherein the moveable mechanical display device is mechanically moveable in response to a signal from the controller when no active game is being played on the gaming device.

57. (new) The gaming device of claim 56 wherein the moveable mechanical display device comprises a rotatable cage-type display container.

58. (new) The gaming device of claim 57 wherein the rotatable cage-type display container is rotatable about a horizontal rotational axis.

59. (new) The gaming device of claim 57 wherein the rotatable cage-type display container is substantially in shape of a cylinder.

60. (new) The gaming device of claim 57 further comprising:

- (a) at least one moveable object configured to be moved within the rotatable cage-type display container; and
- (b) an actuating device in communication with the rotatable cage-type display container, the actuating device being configured to move the rotatable cage-type display container and cause the moveable object to be moved within the rotatable cage-type display container.

61. (new) The gaming device of claim 60 wherein the rotatable cage-type display container

further comprises at least one agitator configured to agitate the at least one moveable object.

62. (new) The gaming device of claim 60 wherein the actuating device comprises a mechanical actuator in communication with the rotatable cage-type display container, the mechanical actuator configured to direct the actuating device to rotate the rotatable cage-type display container.
63. (new) The gaming device of claim 62 wherein the mechanical actuator further comprises a clutch mechanism.
64. (new) The gaming device of claim 62 wherein the rotatable cage-type display container comprises a flange, further comprising a belt in communication with the actuating device and the flange, wherein the actuating device will drive the belt, and the belt will drive the flange, causing the rotatable cage-type display container to rotate.
65. (new) The gaming device of claim 56 wherein the moveable mechanical display device is configured to hold at least one moveable object wherein a person may view the moveable object in the moveable mechanical display device, further comprising at least one moveable object configured to be moved within the moveable mechanical display device and wherein the moveable object comprises at least one moveable object symbol.
66. (new) The gaming device of claim 65 further comprising an actuating device in communication with the moveable mechanical display device, the actuating device being configured to move the moveable mechanical display device and cause the moveable object to be moved within the moveable mechanical display device.
67. (new) The gaming device of claim 65 further comprising:
  - (a) an actuating device in communication with the moveable mechanical display

device, the actuating device being configured to move the moveable mechanical display device and cause the moveable object to be moved within the moveable mechanical display device;

- (b) at least one controller selectable object in communication with the controller, the controller selectable object being displayed to a player, the controller selectable object being substantially similar in appearance to the moveable object, whereby the controller selectable object being displayed to the player provides an illusion that the controller selectable object is the moveable object; and
- (c) a game display in communication with the controller, the game display comprising a plurality of display positions, the game display being configured to display a display symbol in at least one display position, wherein a game outcome at least partially depends on the display position of the display symbol.

68. (new) The gaming device of claim 67 wherein the game display comprises a representation of a bingo card.
69. (new) The gaming device of claim 67 wherein the game display comprises a matrix of at least one cell formed in one or more rows and columns, each cell correlated to a display position, the controller being configured to select a controller selectable object and display a display symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
70. (new) The gaming device of claim 69 wherein a game winning event occurs when either a row, a column, or a diagonal of the matrix is filled with display symbols.
71. (new) The gaming device of claim 67 wherein the moveable mechanical display device is manually moveable by the player.

72. (new) The gaming device of claim 67 wherein the controller is configured to select a plurality of controller selectable objects and display a plurality of display symbols on the game display, the arrangement of the display symbols on the game display determining the game outcome.
73. (new) The gaming device of claim 67 further comprising controller recognizable indicia appearing on the controller selectable object.
74. (new) The gaming device of claim 73 wherein the controller recognizable indicia comprise a symbol.
75. (new) The gaming device of claim 74 wherein the symbol of the controller selectable object at least partially determines a bonus game outcome.
76. (new) The gaming device of claim 74 wherein identity of the symbol determines in which display position the symbol is displayed.
77. (new) The gaming device of claim 67 further comprising at least one controller selectable object holder configured to hold at least one controller selectable object in an individually controlled manner wherein the at least one controller selectable object held in the controller selectable object holder is hidden from view of the player.
78. (new) The gaming device of claim 77 wherein the at least one controller is configured to select a controller selectable object from the controller selectable object holder and display the controller selectable object to the player.
79. (new) The gaming device of claim 65 wherein at least the moveable mechanical display device and the moveable object appear as video images.
80. (new) The gaming device of claim 65 wherein the moveable mechanical display device is mounted in the gaming device housing such that at least of portion of the bottom of the

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Page 6

moveable mechanical display device is hidden from the person's view.

81. (new) A gaming method comprising, but not necessarily in order shown:

- (a) moving a moveable object within a moveable mechanical display where a person may view the moveable object; and
- (b) moving the moveable mechanical display when no active game is being conducted on the gaming device wherein movement of the moveable mechanical display does not indicate a particular prize.

82. (new) The gaming method of claim 81 further comprising providing the moveable mechanical display in form of a rotatable cage-type display container.

83. (new) The gaming method of claim 81 further comprising:

- (a) producing a random game outcome;
- (b) associating the random game outcome with at least one game outcome determining object by configuring the game outcome determining object to at least partially convey a game outcome to a player;
- (c) providing an illusion to the player that the moveable object at least partially determines the game outcome by configuring the game outcome determining object to be substantially similar in appearance to the moveable object;
- (d) selecting the game outcome determining object that conveys the random game outcome;
- (e) displaying a display symbol on a game display having a plurality of display positions; and
- (f) defining the game outcome according to the position of the display symbol displayed on the game display.

84. (new) The method of claim 83 further comprising providing the game display as a representation of a bingo card.
85. (new) The method of claim 83 further comprising providing the game display as a matrix of one or more cells formed in one or more rows and columns, and further comprising allowing a controller to select a game outcome determining object and displaying a corresponding symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
86. (new) The method of claim 83 further comprising providing the game display as a matrix of one or more cells formed in one or more rows and columns, and further comprising allowing a controller to select a game outcome determining object and displaying a display symbol on the game display until either a row, a column, or a diagonal of the matrix is filled with display symbols.
87. (new) The method of claim 86 further comprising generating a game winning event when the game outcome comprises either a row, a column, or a diagonal of the matrix being filled with display symbols.
88. (new) The method of claim 83 comprising selecting the display symbol from a group consisting of letters and numbers.
89. (new) The method of claim 83 comprising providing the moveable mechanical display and the moveable object as video images.
90. (new) The method of claim 83 further comprising allowing the player to manually move the moveable mechanical display.
91. (new) The method of claim 83 further comprising mechanically moving the moveable mechanical display in response to a signal from a controller.

92. (new) The method of claim 83 further comprising rotating the moveable mechanical display about a horizontal rotational axis when a bonus game is played.
93. (new) The method of claim 83 comprising providing the game outcome determining object as a symbol.
94. (new) The method of claim 83 further comprising holding the game outcome determining object in an individually controlled manner in a game outcome determining object holder.
95. (new) The gaming method of claim 94 further comprising selecting the game outcome determining object from the game outcome determining object holder and displaying the game outcome determining object to the player.

96. (new) A gaming device comprising:

- (a) visual means for providing visual stimulation to a person;
- (b) cage-type containment means for holding the visual means where the person may view the visual means and wherein the cage-type containment means is rotatable; and
- (c) actuating means for rotating the cage-type containment means when no active game is being played on the gaming device.

97. (new) The gaming device of claim 96 further comprising:

- (a) a plurality of game outcome indicating means configured to at least partially convey a game outcome, wherein the visual means is substantially similar in appearance to the game outcome indicating means providing an illusion that the visual means at least partially determines the game outcome;
- (b) a selection means for randomly selecting a plurality of game outcome indicating means; and
- (c) a game display means for displaying a plurality of display symbol means, the display symbol means displayed depending on identity of the selected game outcome indicating means, the game display means being in communication with the selection means, the game display means having a plurality of display positions, wherein the game outcome depends on alignment of the display symbol means displayed on the game display means.

98. (new) The gaming device of claim 97 wherein the game display means comprises a representation of a bingo card.

99. (new) The gaming device of claim 97 wherein the game display means comprises a

matrix of at least one cell formed in one or more rows and columns, each cell correlated to a display position, the selection means being configured to select a game outcome indicating means and a display symbol means on the game display means until either a row, a column or a diagonal of the matrix is filled with display symbol means.

100. (new) The gaming device of claim 99 wherein a game winning event occurs when either a row, a column, or a diagonal of the matrix is filled with display symbol means.
101. (new) The gaming device of claim 97 wherein the visual means and the outcome indicating means appear as video images.
102. (new) The gaming device of claim 97 further comprising moveable object means within the cage-type containment means.
103. (new) The gaming device of claim 97 further comprising a means for providing a primary game whereby the gaming device is configured to provide a bonus game to a player.
104. (new) The gaming device of claim 97 wherein the visual means comprise at least one symbol, the symbol configured to at least partially convey the game outcome.
105. (new) The gaming device of claim 97 further comprising game outcome indicator holding means for holding at least one game outcome indicating means in an individually controlled manner wherein the game outcome indicating means held in the game outcome indicator holding means is hidden from view of the player.
106. (new) The gaming device of claim 105 wherein the selection means selects the plurality of game outcome indicating means from the game outcome indicating means held in the game outcome indicator holding means.

**THE AMENDMENT**

Claims 56-106 are in the case. Claims 56-106 are new. Claims 1-18, 20-38, 40-42 and 47-51 have been cancelled; claims 19, 39, 43-46 and 52-55 were previously cancelled.

Support for new claim 56 (based on previous claim 1) regarding “... moveable mechanical display device ...” is based on the various display containers shown in Figures 22, 24A, 24B, 24C, 24E, 24F, 29 and correspondingly described as “cage displays 700-701” (pages 39-42) and “action ball cylinders 902” (pages 42-45) in the Specification. Support for element (c) of new claim 56 is based on previous claims 7 and 8. New claims 57 and 65 are based on previous claim 1; claim 58 on previous claim 10, claim 59 on previous claim 17; claims 60 and 66 on previous claim 9; claim 61 on previous claim 51; claims 62-64 on previous claims 48-50, respectively; claim 67 on previous claims 1 and 9; claims 68-70 on previous claims 2-4, respectively; claim 71 on previous claims 6 and 47; claim 72 on previous claim 11; claims 73-76 on previous claims 13-16, respectively; claim 79 on previous claim 5; and claim 80 on previous claim 12.

Additional support for new claim 65 regarding the device “configured to hold ... moveable object ... player may view ...” can be found at ¶83, page 15 (lines 15-17) of the Specification.

Support for new claim 81 (based on previous claims 20 and 27), step (a) regarding “where a person may view the moveable object” can be found at ¶83, page 15 (lines 15-17) of the Specification; further support for step (b) of claim 81 can be found at ¶177, page 41 (lines 10-18) of the Specification. New claims 82-83 are based on previous claim 20; claims 84-89 on previous claims 21-26, respectively; and claims 90-93 on previous claims 28-31, respectively.